



#REMIXLDN DAY 1 (Thursday 29<sup>th</sup> January 2026)

Here East – Plexal at the Press Centre, 14 East Bay Lane, London E20 3BS

08:15	<b>ARRIVAL AND REGISTRATION</b>	
09:00	<p><b>#REMIXLDN INTRODUCTION: THE POWER OF POSSIBILITY</b></p> <ul style="list-style-type: none"> <li>• Simon Cronshaw – Co-Founder, REMIX Summits</li> <li>• Peter Tullin – Co-Founder, REMIX Summits</li> </ul> <p><i>We curate a single stage to create moments of real serendipity. REMIX is an increasingly rare opportunity to hear lots of talks from outside our comfort zones – people, ideas and topics that we aren't normally exposed to – weaving new connections and creating serendipitous, creative collisions. Here the REMIX Co-founders set the scene for 2026: opportunities for creatives and innovators at this intersection of culture, tech and entrepreneurship.</i></p>	
09:20	<p><b>REFLECTING THE PRESENT, SHAPING THE FUTURE</b></p> <ul style="list-style-type: none"> <li>• Mark Ball – Artistic Director, Southbank Centre</li> </ul> <p><i>In 2026, the Southbank Centre celebrates the 75th anniversary of the Royal Festival Hall, the only permanent cultural building to come from the 1951 Festival of Britain. This galvanised the nation, using art, science, tech and design to imagine a brighter, more hopeful and optimistic future after the trauma of World War Two. 75 years later, what does it mean to be the arts centre of the future, and how can institutions make a difference to the lives of artists, audiences and communities?</i></p>	
09:35	<p><b>SHAPING CREATIVE FUTURES</b></p> <p><i>The future isn't inevitable: it is shaped by the choices we make today and the possibilities we dare to imagine. As society becomes more fragmented, how can we create and connect in new ways? Rather than simply responding to change, how can we anticipate shifts and use our cultural influence to help define better tomorrows?</i></p> <p><b>09:35 MOMENTS, PRAXIS, PATHS: SCENARIOS FOR THE CREATIVE INDUSTRIES IN 2040</b></p> <p><i>An exclusive premiere in partnership with CoSTAR Foresight Lab commissioned for REMIX Summit London 2026.</i></p> <p><i>This audio-visual artwork invites you to inhabit four speculative futures exploring creative work, authorship, and cultural connection: Liquid Media, The Spiritual &amp; The Stadium, New Vintage and Creative Independent Union. Blending image, sound, and story, the film presents provocations designed to spark imagination and agency: not predictions, but possibilities. After the screening, we'll unpack implications and open pathways to explore how these futures might shape your work and organisation.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Mark Ball – Southbank Centre</li> </ul>
09:55	<p><b>BODY OF WORK: HOW THE ALBUM OUTPLAYED THE ALGORITHM &amp; SURVIVED PLAYLIST CULTURE</b></p> <ul style="list-style-type: none"> <li>• Keith Jopling – Author, 'Body of Work' (2026); Former Global Head of Strategy &amp; Intelligence, Spotify</li> </ul> <p><i>Despite technology trends, changes in consumption and industry decisions that didn't give it the best chance of survival, the album format has refused to go away. It's time to embrace the album, work with it, celebrate it and treasure it; and in doing so, find new ways of imagining cultural supply, formats and consumption.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Jonathan Freeman – CoSTAR Foresight Lab, Goldsmiths, University of London</li> <li>• Noemi Ponzoni – i2 Media Research</li> </ul>
10:10	<p><b>THINK FORWARD 2026: BUILDING BRANDS AT THE SPEED OF SOCIAL</b></p> <ul style="list-style-type: none"> <li>• Gabe Noble – Cultural Research &amp; Insight Director, We Are Social</li> </ul> <p><i>In a fast-moving social world, how do we build creative brands in a socially relevant and culturally fluent way? Gabe shares the very latest insights from Think Forward 2026, the latest thought-leadership piece from We Are Social, to deliver practical strategies for building culturally relevant brands, harnessing evolving fandoms, navigating AI creativity, and prioritising what truly drives impact.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Keith Jopling – Author</li> </ul>

<p><b>10:25</b></p>	<p><b>GOOGLE ARTS &amp; CULTURE LAB UPDATES</b></p> <ul style="list-style-type: none"> <li>• Freya Salway – Head of the Lab, Google Arts &amp; Culture</li> </ul> <p><i>Founding REMIX partner Google Arts &amp; Culture shares some of the latest initiatives and updates from their global collaborations and creative R&amp;D: making art available for anyone, anywhere.</i></p> <p><b>THE ROLE OF THE MACHINE IN THE CREATION OF THE WORK: SELF-PORTRAIT BY BEN CULLEN WILLIAMS &amp; GOOGLE DEEPMIND</b></p> <ul style="list-style-type: none"> <li>• Ben Cullen Williams – Artist</li> <li>• Freya Salway – Head of the Lab, Google Arts &amp; Culture</li> </ul> <p><i>Exploring a video artwork that presents a self-portrait of generative AI by using Google’s generative AI tools, fine-tuned and informed by Williams’s archive of his own photographs. With the artist and the AI as co-creators in the exploration of self, it questions the role of the machine in the creation of the work. The subject of the work is AI; the medium is AI. Is it a self-portrait of the AI or in fact a self-portrait of Williams’ own artistic practice?</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Gabe Noble – We Are Social</li> </ul>
<p><b>10:50</b></p>	<p><b>SPEED NETWORKING</b></p> <p><i>REMIx is the place to meet new collaborators and get projects started. Rapidly meet and greet a long line of potential new collaborators from the creative industries, culture institutions, brands, policy makers, media, technology and more.</i></p>	<ul style="list-style-type: none"> <li>• Freya Salway – Google Arts &amp; Culture</li> <li>• Ben Cullen Williams – Artist</li> </ul>
<p><b>11:00 BREAK</b></p>		
<p><b>11:30</b></p>	<p><b>CREATIVE TECH: AI PRACTITIONERS</b></p> <p><i>AI presents both incredible opportunities and very real threats to our ecosystem. Beyond the headlines, how do we navigate this new creative frontier? What are the wider opportunities for human-centred possibilities using creative tech? How can creatives reclaim control, and what alternative tech-enabled futures might be possible?</i></p> <p><b>11:30 LILITH.AEON: BEYOND THE BODY</b></p> <ul style="list-style-type: none"> <li>• Aoi Nakamura &amp; Esteban Lecoq – Co-Founders &amp; Co-Artistic Directors, AΦE</li> </ul> <p><i>LILITH.AEON is a 60-minute immersive XR experience that explores humanity’s future through the lens of transhumanism and AI, featuring an AI-driven digital performer named Lilith who interacts with audiences in real-time inside a 3m LED cube. Born from a 7-year creative journey inspired by the true story of the youngest person cryogenically frozen, the work examines how love transcends physical boundaries as audiences co-create with Lilith in a blurred space between digital and physical realities. Aoi and Esteban present an excerpt from their Lecture Performance, sharing some of their journey to create Lilith.</i></p>	
<p><b>11:50</b></p>	<p><b>CONSTANT WASHING MACHINE: RESPONSIBLE AI PROCESS AND PRACTICE</b></p> <ul style="list-style-type: none"> <li>• Matt Adams – Artist, Blast Theory</li> <li>• Dr Susan Oman – Project Co-Lead &amp; Senior Lecturer in Data, AI &amp; Society, University of Sheffield</li> </ul> <p><i>Provoking human-centred habits, hygiene, and exchange in Responsible AI development, ‘Constant Washing Machine’ acts as a tangible and practical daily reminder to implement and manage Responsible AI process and practice. This session invites everyone to consider their role in using and working with AI: moving from ‘thinking’ into ‘doing’ as AI becomes part of our everyday lives.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Aoi Nakamura &amp; Esteban Lecoq – AΦE</li> </ul>

12:05	<b>ARTS COUNCIL ENGLAND: SUPPORT FOR DIGITAL ARTS</b> <ul style="list-style-type: none"> <li>Owen Hopkin – Director, New Technologies &amp; Innovation, Arts Council England</li> </ul>	<b>FOLLOW THE SPEAKER</b> <ul style="list-style-type: none"> <li>Hannah Redler Hawes – Open Data Institute</li> <li>Matt Adams – Blast Theory</li> <li>Dr Denis Newman-Griffis – FRAIM</li> <li>Dr Susan Oman – University of Sheffield</li> </ul>
12:15	<b>CREATIVE COLLISIONS: ART, SCIENCE &amp; EMERGING TECH</b>  <b>12:15 SUPER NATURE: A NEW FEATURE DOCUMENTARY OFFERING A FRESH TAKE ON THE NATURAL WORLD</b> <ul style="list-style-type: none"> <li>Ed Sayers – Director, SUPER NATURE</li> </ul> <p><i>Ed Sayers, feeling that Super 8 offers a more emotional gaze on nature, created a loving snapshot of our world, entirely on Super 8, collaborating with 40 contributors in 25 countries, with barely any travel. Can a less technological, more democratised approach, forge a new path for nature storytelling?</i></p>	
	<b>12:25 THE EVOLUTION OF DIGITAL WORLDS</b> <ul style="list-style-type: none"> <li>Amy Jenkins – Strategic Alliances Director, Ubisoft</li> </ul> <p><i>Ubisoft has seen over two decades’ worth of evolution of digital worlds, and is celebrated for the meticulous historical details of its bestselling franchise Assassin’s Creed – with over 230 million sales as of September 2025. Discover their latest innovative partnerships and exploration in new forms of entertainment, across live entertainment, location-based VR and AR, music, health, mobility and culture.</i></p>	<b>FOLLOW THE SPEAKER</b> <ul style="list-style-type: none"> <li>Ed Sayers – SUPER NATURE</li> </ul>
	<b>12:35 PLAYING WITH FIRE: AN IMMERSIVE ODYSSEY</b> <ul style="list-style-type: none"> <li>Pierre-Alain Giraud - Writer &amp; Director, 'Playing With Fire'; Immersive Director; Co-founder, Novaya</li> <li>Samantha King – Head of Programme, VIVE Arts (HTC)</li> </ul> <p><i>The pioneering mixed-reality installation ‘Playing with Fire: An Immersive Odyssey with Yuja Wang’ offers audiences a bold reimagining of the classical concert experience. Using a combination of live recital, visual art, MR and VR technologies, and spatialised sound, the experience pushes the boundaries of musical performance and conjures a fascinating dialogue between the physical and virtual realms. Written and directed by acclaimed director Pierre-Alain Giraud (winner of the Best Immersive Work Award at Cannes 2024).</i></p>	<b>FOLLOW THE SPEAKER</b> <ul style="list-style-type: none"> <li>Amy Jenkins – Ubisoft</li> </ul>
13:00	<b>LUNCH &amp; NETWORKING</b>  <b>Follow the Speaker room: 13:15-13:45 – The New Cultural Entrepreneurs</b> <i>Following the launch of REMIX’s <a href="#">latest paper</a> on The New Cultural Entrepreneurs, join Ellen O’Hara and Lisa Westcott Wilkins as they discuss the state of cultural innovation today. Thinking across institutions, startups and sub-sectors to spot what’s working – and what might be possible – despite many organisations feeling broke and exhausted.</i>  <b>LA Pipedream (Chinatown): A Journey of Water from Beatie Wolfe</b> <i>Where does our water really come from? And how might we revalue it if we knew? LA Pipedream follows the unnatural and improbable 419 mile journey that Los Angeles water takes to reach its city. Shot with nature cinematographer Grady Candler and featuring music from Brian Eno and Beatie Wolfe.</i>	

14:00	<p><b>DREAM BIG. CREATE AT SCALE.</b></p> <ul style="list-style-type: none"> <li>Gavin Poole – CEO, HERE EAST</li> </ul>	
14:10	<p><b>WHEN CREATIVITY LEADS: LEADERSHIP LESSONS FROM THE WYNWOOD WALLS (MIAMI)</b></p> <ul style="list-style-type: none"> <li>Jessica Goldman Srebnick – CEO &amp; Curator, Wynwood Walls</li> </ul> <p><i>When creativity leads, cities don't just grow — they transform. Jessica Goldman Srebnick takes the audience inside one of the most influential urban experiments of our time, sharing firsthand lessons from shaping Wynwood into a global cultural destination. An exploration of what happens when art, culture, and human experience are placed at the centre of development.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Pierre-Alain Giraud – Writer &amp; Director</li> <li>Samantha King – VIVE Arts (HTC)</li> </ul>
14:30	<p><b>UNCERTAIN FUTURES</b></p> <p><b>14:30 OUR QUANTUM FUTURE</b></p> <ul style="list-style-type: none"> <li>Dr. Bettina Kames – CEO &amp; Co-Founder, LAS Art Foundation</li> </ul> <p><i>A century ago, quantum physics revealed that, at the smallest scales, we cannot predict everything about how matter behaves. Particles can exist in multiple states at once, become linked, or even pass through energy barriers. Today, these ideas are the foundation of a number of quantum technologies, which some predict will transform our world in the next five years. What are the implications and possibilities of quantum technologies?</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Jessica Goldman Srebnick – Wynwood Walls</li> </ul>
	<p><b>14:45 THE UNCERTAINTY TOOLKIT: THRIVING IN THE FACE OF THE UNKNOWN</b></p> <ul style="list-style-type: none"> <li>Katherine Templar Lewis - Science Communicator &amp; Co-Founder, Kinda Studios</li> </ul> <p><i>For most of us, uncertainty is paralysing. But learning to navigate it effectively means more confidence, less anxiety and deeper connection with others. The Uncertainty Toolkit explains the science behind how we cope with the unknown. This research is combined with the radical expertise of an unlikely group of experts – former addicts, hostages, gangland bosses and prisoners – who've turned their experience of extreme uncertainty into major mainstream success. Discover a detailed, practical blueprint that will help anyone turn unpredictability into personal and professional growth.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Dr. Bettina Kames – LAS Art Foundation</li> </ul>
	<p><b>14:55 USING SOUND &amp; DATA AS AN ART MATERIAL</b></p> <ul style="list-style-type: none"> <li>Dr Julie Freeman – Founder, ShapedSound &amp; Translating Nature</li> <li>Grace Attlee – Studio Director, ShapedSound</li> </ul> <p><i>Working in collaboration with artists, scientists, technologists and engineers, this session explores how ShapedSound and Translating Nature conceptualise and produce digital artwork using sound and data as an art material, creating new ways to experience, understand and connect to the living systems around us.</i></p>	<ul style="list-style-type: none"> <li>Katherine Templar Lewis – Kinda Studios</li> </ul>
15:05	<p><b>THE CLASS CEILING: A BLUEPRINT FOR WORKING-CLASS REPRESENTATION IN THE ARTS</b></p> <ul style="list-style-type: none"> <li>Nazir Afzal OBE – Chancellor, The University of Manchester; Chair, Lowry; Former NW Chief Crown Prosecutor</li> </ul> <p><i>Declining working-class representation in the arts is a national problem, reinforcing social stratification. In this keynote session, hear how Manchester has pioneered a regional 'Class Ceiling' inquiry to develop a blueprint for change, and some of its early recommendations.</i></p>	<ul style="list-style-type: none"> <li>Dr Julie Freeman – ShapedSound &amp; Translating Nature</li> <li>Grace Attlee – ShapedSound</li> </ul>

15:20	<p><b>ARTS-LED CHANGE: CREATIVE PLACEMAKERS</b></p> <p><b>15:20 NOTTINGHAM: NEW ART EXCHANGE</b></p> <ul style="list-style-type: none"> <li>• Saad Eddine Said – CEO &amp; Artistic Director, New Art Exchange</li> </ul> <p><i>As the UK's largest gallery dedicated to contemporary visual arts from the Global Ethnic Majority, discover how New Art Exchange has become the world's first cultural institution to hand permanent leadership to a citizens' assembly. The VOICE assembly decides everything from programming, to budgets, and artistic curation.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Nazir Afzal OBE</li> <li>• Matt Baker – Founder, RISE Associates</li> </ul>
	<p><b>15:30 PANEL: CREATIVE PLACES &amp; NEW AUDIENCES</b></p> <ul style="list-style-type: none"> <li>• Nancy Medina – Artistic Director, Bristol Old Vic</li> <li>• Sally Lockey – Director, Right Up Our Street</li> <li>• Tadeo Lopez-Sendon – CEO, Abandon Normal Devices</li> <li>• Sophie Brendel – Strategic Consultant; former Director of Audiences, Commercial &amp; Digital, V&amp;A</li> </ul> <p><i>In the face of a fragmented, frustrated public, our towns and cities are our cultural frontlines. What are the creative possibilities that empower communities, build trust, bridge divides, and strengthen local pride? How can we build resilient creative ecosystems and reach new audiences through vibrant local culture? As a shared language of wonder, how can art awaken imagination, empathy, and the sense of belonging that connects us all?</i></p>	<ul style="list-style-type: none"> <li>• Saad Eddine Said – New Art Exchange</li> </ul>
	<p><b>15:55 FINDING MOMENTS OF WONDER IN A SERIOUS WORLD</b></p> <ul style="list-style-type: none"> <li>• Doddz – Multi-award-winning Artist &amp; Creative Innovator</li> </ul> <p><i>In this talk, Doddz shares how art and curiosity can create moments of wonder and shared memories with loved ones, helping people feel connected and leave feeling a little lighter.</i></p>	<ul style="list-style-type: none"> <li>• Nancy Medina – Bristol Old Vic</li> <li>• Sally Lockey – Right Up Our Street</li> <li>• Tadeo Lopez-Sendon – Abandon Normal Devices</li> <li>• Sophie Brendel</li> </ul>
	<p><b>16:05 AI, FREELANCERS, AND THE HIDDEN COST OF CHASING EFFICIENCY</b></p> <ul style="list-style-type: none"> <li>• HAM the Illustrator – Multi-Award-Winning Designer, Strategist and Visual Storyteller</li> </ul> <p><i>As reliance on AI and freelancers grows, many organisations unintentionally trade judgement and authenticity for speed. Drawing on experience working across over 60 organisations at different scales, this talk explores why human error and lived experience matter in AI-driven systems, and how better ways of working with freelance talent can protect human value, trust, and creative voice.</i></p>	<ul style="list-style-type: none"> <li>• Doddz – Artist</li> </ul>

<p><b>16:15</b></p>	<p><b>EXPERIENTIAL FUTURES</b></p> <p><b>16:15 UNITED BY MUSIC: A SHARED EXPERIENCE FOR 166 MILLION PEOPLE</b></p> <ul style="list-style-type: none"> <li>• Martin Green CBE – Director, Eurovision Song Contest</li> </ul> <p><i>The Eurovision Song Contest captures the imaginations of people across generations, countries and cultures. It remains a beacon of joy, artistry and diversity – and a testament to the inclusive power of public service broadcasting. It’s a week-long, boundary pushing, technologically innovative, multi show spectacular. So what are the ingredients that bring people together?</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• HAM the Illustrator</li> </ul>
	<p><b>16:30 ALL THE PEOPLE: THE IMMERSIVE STORY OF THE CULTURAL SUPERNOVA OF BRITAIN IN THE 1990s</b></p> <ul style="list-style-type: none"> <li>• Rory Scott – Co-Founder &amp; Communications and Partnerships Director, ALL THE PEOPLE</li> </ul> <p><i>Hear the story behind the creation of a groundbreaking 27,000 sq ft exhibition that offers the definitive narrative of the cultural supernova of 1990s Britain – as told by the people who made it happen. Featuring original interviews with over 130 era-defining figures including Noel Gallagher, Damien Hirst, Mel C, Tony Blair, Jude Law, Skin, Louise Wener, Richard Branson among many others.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Martin Green CBE – Eurovision Song Contest</li> </ul>
	<p><b>16:40 IMMERSIVE WORLDS: CREATING UBS DIGITAL ART MUSEUM</b></p> <ul style="list-style-type: none"> <li>• Ulrich Schrauth - Artistic Director, UBS Digital Art Museum</li> </ul> <p><i>When it launches in Hamburg later in 2026, the UBS Digital Art Museum will be the largest museum in Europe dedicated exclusively to digital and immersive art. It launches with teamLab Borderless permanent exhibition. In this talk, explore how the museum is approaching the evolution of the visitor experience, blending digital and immersive art.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Rory Scott – ALL THE PEOPLE</li> </ul>
<p><b>16:55</b></p>	<p><b>IMMERSIVE FUTURES: COLLECTIVE WELLBEING</b></p> <ul style="list-style-type: none"> <li>• Robert Hammond - Co-founder, the High Line (NYC) &amp; President &amp; Chief Strategy Officer, Therme Group</li> </ul> <p><i>Therme group have just broken ground on a £450 million wellbeing resort in Manchester with integrated arts and cultural experiences. Explore how cultural experiences can reclaim ideas of collective wellbeing – designing into the urban fabric for all.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Ulrich Schrauth – UBS Digital Art Museum</li> </ul>
<p><b>17:20</b></p>	<p><b>CLOSE</b></p>	
<p><b>18:00</b></p>	<p><b>OFFICIAL DAY 1 NETWORKING RECEPTION</b>  <b>at Jason Bruges Studio, Netil House, 1 Netil Lane, London E8 3RL</b></p> <p><i>After a full day of big ideas and bold thinking, keep the momentum going at the official REMIX Day 1 After-Party. Join fellow REMIXers in East London’s creative heart, Hackney for an evening of interactive play, hosted by multi-disciplinary art practice, Jason Bruges Studio. Paving the way for a new genre of cross-disciplinary creative practices, Jason Bruges Studio combines technology and storytelling to evolve bespoke artworks that surprise, delight and stir the imagination. On the night you will catch a glimpse of the team’s hands-one creative process and experience how media artworks are imagined, tested and brought to life. What’s in store:</i></p> <ul style="list-style-type: none"> <li>• <i>Eat &amp; drink local</i> — Neapolitan style pizzas will be served by Aria Artisan Pizza, and crisp, refreshing beers from East London Brewery</li> <li>• <i>Listen on vinyl</i> — DJ Tunessmith will soundtrack the night with mellow jazz and instrumental hip-hop. A familiar name on London’s vinyl circuit, she holds residencies at Bambi, Seed Library and Century Club (home of her Stokie Basement sessions).</li> <li>• <i>REMIX After Dark</i> — informal conversations, playful encounters and ideas sparked through shared experience</li> </ul> <p><i>Not just an after-party but a hands-on taste of how immersive worlds are built.</i></p> <p><b>You don't need to RSVP in advance, but this reception is strictly for delegates only - please wear your lanyard for access.</b></p>	

<b>08:30</b>	<b>ARRIVAL AND REGISTRATION</b>	
<b>09:00</b>	<b>WELCOME</b>	
	<ul style="list-style-type: none"> <li>• John Stack – Director of Digital Innovation &amp; Technology, The National Gallery</li> </ul>	
<b>09:05</b>	<b>WELCOME TO #REMIXLDN DAY 2</b>	
	<ul style="list-style-type: none"> <li>• Simon Cronshaw – Co-founder, REMIX Summits</li> <li>• Peter Tullin – Co-founder, REMIX Summits</li> </ul>	
<b>09:15</b>	<b>MAKE ART OR DIE TRYING</b>	
	<ul style="list-style-type: none"> <li>• Stuart Semple – Artist, Entrepreneur &amp; Activist</li> </ul> <p><i>This is the advice I wish someone had given me. How to make art that can change the world, the sum total of 25 years of my hard-earned lessons compressed into 15 minutes. I want you to steal it all. I want you to be able to make your mark without nearly dying in the process. Art is for everyone, and after this you will know exactly how to open culture up by applying the artist's mindset. Do not blow it. The world needs your voice!</i></p>	
<b>09:30</b>	<b>CULTURAL CITIZENSHIP</b>	<b>FOLLOW THE SPEAKER</b>
	<p><b>09:30 PROTECTING &amp; IMPROVING OUR INFORMATION ECOSYSTEMS</b></p> <ul style="list-style-type: none"> <li>• Sameer Padania – Visiting Fellow, German Marshall Fund of the United States &amp; Lead Consultant, Macroscope</li> </ul> <p><i>Local information environments are crucial to local arts and culture, entertainment, local businesses, civic participation, public health, public safety and many other dimensions of civic life, not just as a vector of accountability or democratic resilience. In this session, we explore the importance of protecting and improving these ecosystems, including opportunities for civic and cultural leaders.</i></p>	
	<p><b>09:45 NG CITIZENS: CREATING THE FUTURE OF THE NATIONAL GALLERY</b></p> <ul style="list-style-type: none"> <li>• Jane Knowles – Director of Public Engagement, The National Gallery</li> </ul> <p><i>NG Citizens is a new, UK-wide project, inviting people from all four corners of the nation to consider this important question: What do you want from the UK's National Gallery? How can it bring people and paintings together in authentic and meaningful ways, now and in the future?</i></p>	<ul style="list-style-type: none"> <li>• Stuart Semple</li> <li>• Sameer Padania – Macroscope</li> </ul>

	<p><b>ARTS-LED CHANGE: SOCIAL IMPACT</b></p> <p><b>09:55 HOOKS, HABITS &amp; CLIMATE ACTION</b></p> <ul style="list-style-type: none"> <li>Rachael Orr – CEO, Climate Outreach</li> </ul> <p><i>"Let us make no mistake: the climate crisis is also a crisis of culture, and thus of the imagination" – Amitav Ghosh. In this time of disinformation and division, art, culture, and entertainment are central to addressing the climate crisis. How can we unlock the soft power of our sector to address this large-scale imagination failure, and make meaningful change? What cultural hooks, habits and ways to frame climate action emotionally connect to audience values across the political spectrum?</i></p>	<ul style="list-style-type: none"> <li>Jane Knowles – The National Gallery</li> </ul>
	<p><b>10:05 KINSHIP, COMPASSION, AND THE RISE OF INTERACTIVE HEALTHCARE</b></p> <ul style="list-style-type: none"> <li>Sarah Ticho – Artist; Producer &amp; Director, Soul Paint (Winner SXSW Special Jury Prize)</li> </ul> <p><i>A new genre of interactive storytelling is emerging, focusing on the representation of overlooked experiences and underserved communities. This session examines how immersive storytelling and therapeutic practices are being blended to foster deeper connections with ourselves and each other. Discover how these experiences are being applied across healthcare, art, and community spaces, creating global impact and offering profound new insights and awareness.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Rachael Orr – Climate Outreach</li> <li>Sian Bird – Head of Creative &amp; Cultural Advocacy, Wellcome</li> </ul>
<p><b>10:20</b></p>	<p><b>CREATIVE PLACEMAKERS</b></p> <p><i>Our towns and cities are our cultural frontlines. What are the creative possibilities that empower communities, bridge divides, and strengthen local pride? How can we build resilient local ecosystems through inspired, vibrant placemaking?</i></p> <p><b>10:20 CREATING JOYFUL, ENGAGING &amp; HUMAN PLACES</b></p> <ul style="list-style-type: none"> <li>Neil Hubbard – Partner, Heatherwick studio</li> </ul> <p><i>Heatherwick studio wants to see a world where the buildings and places around us are radically more joyful, engaging and human. Working across architects, designers, makers, engineers and landscape architects, they aim to design soulful and impactful places, which celebrate the complexities of the real world: leading from human experience rather than any fixed design belief. From Azabudai Hills in Tokyo to Little Island in NYC, hear from Group Leader Neil on building soulfulness.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Sarah Ticho</li> </ul>
	<p><b>10:30 PANEL: PLACEMAKING, CULTURE &amp; PROPERTY DEVELOPMENT</b></p> <ul style="list-style-type: none"> <li>Martyn Evans – Creative Director, Landsec</li> <li>Anyi Hobson – Director, SEAM Advisory &amp; Board Member, Royal Docks Enterprise Zone</li> <li>Mark Davy – Founder, Futurecity</li> <li>Madeleine Blyth – Programme Lead for Local Property Partnerships, Platform Places</li> </ul>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Neil Hubbard – Heatherwick studio</li> </ul>
<p><b>11:00</b></p>	<p><b>BREAK</b></p>	
<p><b>11:30</b></p>	<p><b>MEETING THE NEED: INNOVATIVE ARTS PARTNERSHIPS</b></p> <ul style="list-style-type: none"> <li>Nikki Wright – International Arts &amp; Culture Lead, Bank of America</li> <li>Will Gompertz – Journalist, author and Director of Sir John Soane’s Museum</li> </ul> <p><i>Sir John Soane’s Museum is the recipient of the 2025 Arts Conservation Project funding in the UK from Bank of America. Here they discuss why conservation is so important, how Bank of America’s support is enabling best practice in conservation, and the need for strong and sustainable partnership solutions.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>Martyn Evans – Landsec</li> <li>Anyi Hobson – SEAM Advisory</li> <li>Mark Davy – Futurecity</li> <li>Madeleine Blyth – Platform Places</li> </ul>

11:45	<p><b>CREATIVE R&amp;D: SPACE TO IMAGINE</b></p> <p><b>11:45 WHAT CAN YESTERDAY'S DISCARDED OBJECTS TEACH US ABOUT CREATIVITY TODAY?</b></p> <ul style="list-style-type: none"> <li>• Dr Lee Bofkin – Co-founder &amp; CEO, Global Street Art</li> </ul> <p><i>Explore how old ideas, visuals and techniques are reimagined in fresh, public ways. This session explores the story behind the Global Street Art Gallery in Old Street, which houses over 100,000 pieces of graphic ephemera, from matchboxes to forgotten posters, and how these fragments of the past influence the future of creative expression. Learn how looking back can drive innovative thinking, and how curation, collection and street art are part of the same creative lineage.</i></p>	
	<p><b>11:55 DESIGNING A COMMUNITY TECH LAB AT THE MUSEUM OF THE MOVING IMAGE (NYC)</b></p> <ul style="list-style-type: none"> <li>• Aziz Isham – Executive Director, Museum of the Moving Image</li> <li>• Aki Carpenter – VP &amp; Chief Creative Officer, Ralph Appelbaum Associates</li> </ul> <p><i>In 2024, MoMI's 'Open Worlds' converted one-third of the museum into free community space for stories, ideas and professional opportunities. For thousands of diverse New Yorkers, the museum has become the first place for hands-on encounters with creative technologies including VR, game design, AI, and more. Hear their insights on designing a Tech Lab from a community programming POV.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Dr Lee Bofkin – Global Street Art</li> </ul>
	<p><b>12:15 TRANSDISCIPLINARY COLLABORATIONS</b></p> <ul style="list-style-type: none"> <li>• Ariane Koek - Initiator &amp; Founding Director, Arts at CERN</li> </ul> <p><i>We remain disconnected in the era of constantly accelerating technological connection. In this age of hyper-flux, what role can art, science and technology play in helping society ride the waves and shifts? And what are the implications of art, science and technology working together in sharing and shaping our world and humanity?</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Aziz Isham – Museum of the Moving Image</li> <li>• Aki Carpenter – RAA</li> </ul>
	<p><b>12:25 THE ART OF THE PROTOTYPE</b></p> <ul style="list-style-type: none"> <li>• Jason Bruges – Artist &amp; Founder, Jason Bruges Studio</li> </ul> <p><i>Explore the successful processes for managing continual innovation across the digital and physical worlds as deployed by Jason Bruges Studio, the multi-disciplinary art practice – drawing on architecture, art, engineering, coding, computational design and visualisation.</i></p>	<ul style="list-style-type: none"> <li>• Ariane Koek</li> </ul>
12:35	<p><b>FROM DIGITAL PROJECT TO ORGANISATIONAL PRACTICE: DRIVING CHANGE IN THE CULTURAL SECTOR</b></p> <ul style="list-style-type: none"> <li>• Ethan Joseph - Arts Team, Bloomberg Philanthropies</li> </ul> <p><b>PANEL: MANAGING DIGITAL TRANSFORMATION</b></p> <ul style="list-style-type: none"> <li>• Julia Walter – Head of Broadcast &amp; Digital, Royal Shakespeare Company</li> <li>• Rhys Mathews – Head of Digital, Soho Theatre</li> <li>• Carl Stevens – Senior Manager, New Technologies &amp; Innovation, Arts Council England</li> </ul>	<ul style="list-style-type: none"> <li>• Jason Bruges</li> </ul>
13:05	<p><b>LUNCH &amp; NETWORKING</b></p> <p><b>Follow the Speaker room: 13:15-13:45 – AI Confidential</b>  <i>Missy Clements (7DOTS) chairs a lively discussion with Sam Page (7DOTS), Eamon Byrne (Tellme), and Katie McPhee (Expanded Future), exploring anonymous AI questions, confessions, and challenges submitted throughout the summit.</i></p> <p><b>Main Stage: LA Pipedream (Chinatown) – A Journey of Water from Beatie Wolfe</b>  <i>Where does our water really come from? And how might we revalue it if we knew? LA Pipedream follows the unnatural and improbable 419 mile journey that Los Angeles water takes to reach its city. Shot with nature cinematographer Grady Candler and featuring music from Brian Eno and Beatie Wolfe.</i></p>	

<p><b>14:00</b></p>	<p><b>FUTURE OF FOOD: IMMERSIVE SENSORIAL EXPERIENCES</b></p> <ul style="list-style-type: none"> <li>• Alix Cherowbrier – Creative Strategy Director, Bompas &amp; Parr</li> <li>• Sam Bompas – Founder, Bompas &amp; Parr</li> </ul> <p><i>Following a number of drivers that provide contours for mapping the future of food and drink, the Bompas &amp; Parr studio each year identifies core insights and predictions that will shape how we might experience the future of food and drink. In this talk they share their highlights of food and drink-focused predictions.</i></p> <p><i>Presented in partnership with London &amp; Partners</i></p>	
<p><b>14:10</b></p>	<p><b>JONATHAN YEO: PORTRAITURE IN THE AGE OF DIGITAL MEDIA</b></p> <ul style="list-style-type: none"> <li>• Jonathan Yeo in conversation with John Cassy</li> </ul> <p><i>Celebrated portrait artist Jonathan Yeo discusses his creative journey through the world of extended realities, collaborations with Snap at the Pompidou Centre and Google at the Royal Academy of Arts, how his portrait of King Charles III became a global online phenomenon and what's next.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Alix Cherowbrier &amp; Sam Bompas – Bompas &amp; Parr</li> </ul>
<p><b>14:25</b></p>	<p><b>INNOVATION STORIES: HUMAN-CENTRED ART/TECH</b></p> <p><b>14:25 AUGMENTED INNOVATIONS</b></p> <ul style="list-style-type: none"> <li>• Julien Fleury – Creative Lead, Snapchat AR Studio</li> </ul> <p><i>Over 300 million Snapchatters engage with Augmented Reality every day – 375,000 creators have built over 4 million Lenses, which Snapchatters engaged with more than 4.5 trillion times in just the last year. Hear the latest innovations from the studio and its network of partners.</i></p> <hr/> <p><b>14:35 IMMERSIVE ARTS COME OF AGE: TRENDS DEFINING THE NEXT PHASE</b></p> <ul style="list-style-type: none"> <li>• Liz Rosenthal – Curator, Venice Biennale's Venice Immersive</li> </ul> <p><i>Drawing on insights from ten years of Venice Immersive, the world's largest annual exhibition and competition for immersive arts, Liz identifies the key trends shaping the field today. The talk examines what has matured, what remains fragile, and offers guidance for cultural leaders and those shaping immersive arts' next phase.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Jonathan Yeo</li> <li>• John Cassy</li> </ul> <hr/> <ul style="list-style-type: none"> <li>• Julien Fleury – Snapchat AR Studio</li> </ul>
<p><b>14:45</b></p>	<p><b>PANEL: FUTURE ART &amp; CULTURE – ARTS, TECH &amp; ACCESSIBILITY</b></p> <ul style="list-style-type: none"> <li>• Marc Boothe (Chair) – Founder &amp; Creative Director, B3 Media</li> <li>• Crispin Parry MBE – CEO, British Underground</li> <li>• Esme Allman – Poet, Writer &amp; Theatre-maker</li> <li>• Elijah Maja – Artist &amp; Researcher (Sound and moving image)</li> <li>• Beining (Rosie) Chen – Artist &amp; Creative Technologist</li> </ul> <p><i>Innovation in art and technology is often discussed in terms of tools and platforms, yet far less attention is paid to how access to global innovation ecosystems is designed – and who that design serves. Now in its 3rd year, Future Art and Culture (FAC) Connect reflects a maturing collaboration between British Underground and B3 Media, supporting artists working outside dominant institutional pathways to engage meaningfully with innovation platforms. This session explores which forms of access are most valuable, where barriers persist, and changing innovation spaces: reframing access not as a one-off opportunity, but as an ongoing, structural process that actively shapes creative innovation.</i></p>	<ul style="list-style-type: none"> <li>• Liz Rosenthal – Venice Biennale's Venice Immersive</li> </ul>

<p><b>15:05</b></p>	<p><b>CULTURE REWIRED: NETWORKED EFFECTS</b></p> <p><b>15:05 TOWARDS A NATIONAL REPERTORY NETWORK</b></p> <ul style="list-style-type: none"> <li>• Dr Rob Myles – Multi-Award-Winning Director &amp; Founder, National Repertory Network</li> </ul> <p><i>After winning The Big Idea Award at The Stage Future of Theatre Conference in 2025, hear how Rob is actively developing the National Repertory Network to create a more stable and optimistic future for theatre in every region of the UK.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Marc Boothe – B3 Media</li> <li>• Crispin Parry – British Underground</li> <li>• Esme Allman</li> <li>• Elijah Maja</li> <li>• Beining (Rosie) Chen</li> </ul>
	<p><b>15:15 EARLY DAYS OF THE IMMERSIVE EXHIBITION NETWORK</b></p> <ul style="list-style-type: none"> <li>• Verity McIntosh – Director &amp; Principal Investigator, Immersive Arts</li> </ul> <p><i>Over the past 10–15 years, the appetite for immersive work from artists and audiences has grown faster than the networks supporting it. This report brings together insights and recommendations from sector experts on the challenges and opportunities facing artists, venues and audiences in the exhibition and distribution of immersive art. What can be done, and what does the future hold?</i></p>	
<p><b>15:30</b></p>	<p><b>REACHING NEW CREATIVE AUDIENCES</b></p> <p><b>15:30 REIMAGINING THE DIGITAL GALLERY EXPERIENCE</b></p> <ul style="list-style-type: none"> <li>• Lawrence Chiles – Head of Digital Services, National Gallery</li> <li>• Matt Wade – Founder &amp; Designer, The Office of Future Interactions</li> </ul>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Dr Rob Myles – National Repertory Network</li> <li>• Verity McIntosh – Immersive Arts</li> </ul>
	<p><b>15:45 SOCIAL INTELLIGENCE &amp; AUDIENCE RESEARCH</b></p> <ul style="list-style-type: none"> <li>• Caroline Butler – Founder, Convert Culture (Former Head of Marketing, Insight &amp; Digital Strategy for a division of Penguin Random House)</li> </ul> <p><i>Do generational groups really exist, or are they the marketing equivalent of a horoscope? We're often told that people born within specific years behave as one homogenous group, and many growth strategies follow that idea. This session explores the future of audience research, where big data reveals a more complex reality and fresh methodologies unlock bold opportunities for growth.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Lawrence Chiles – National Gallery</li> <li>• Matt Wade – The Office of Future Interactions</li> </ul>
	<p><b>15:55 ADDRESSING VISITOR CHALLENGES THROUGH DIGITAL MARKETING &amp; REAL-TIME FEEDBACK</b></p> <ul style="list-style-type: none"> <li>• Maria Vitoria Moura – Strategy &amp; Partnerships, FEVER</li> <li>• Emma Allen – Associate Executive Director of Commercial Operations, National Museum of the Royal Navy</li> </ul> <p><i>How can digital be used as a pathway to win visitors back and attract audiences? Explore how real-time responsiveness drives improvement, sharing practical insights from live reviews, customer feedback and ratings. Plus, if success means the right data rather than more data, what key information and data points are needed about visitors to help make more informed decisions?</i></p>	<ul style="list-style-type: none"> <li>• Caroline Butler – Convert Culture</li> </ul>
	<p><b>16:05 5 KEY EVOLUTIONS IN AUDIENCE, COMMUNITY &amp; CONTENT ON YOUTUBE</b></p> <ul style="list-style-type: none"> <li>• Charles Kerr – Senior Strategic Partner Manager, YouTube</li> </ul> <p><i>In a digital landscape saturated with content, viewer behavior has fundamentally shifted. This session delivers a rapid-fire analysis of the five critical evolutions shaping YouTube in 2026. Charles Kerr explores the dichotomy of "intentional viewing", spanning from deep-dive science to quiet self-care, alongside the surge of surreal, immersive world-building. Discover how global fandoms and participatory entertainment are rewriting the rules of engagement and why nostalgia has become the ultimate creative engine. Essential viewing for anyone looking to decode the new video economy and build meaningful connections in the year ahead.</i></p>	<ul style="list-style-type: none"> <li>• Maria Moura –FEVER</li> <li>• Emma Allen – NMRN</li> </ul>

16:15	<p><b>ART, TECH &amp; ACTIVISM: THE POWER OF POSSIBILITY</b></p> <ul style="list-style-type: none"> <li>• Beatie Wolfe – Musician &amp; Technologist</li> </ul> <p><i>“Musical weirdo and visionary” (Vice) Beatie Wolfe has beamed her music into space, been appointed a UN role model for innovation, and held a solo exhibition of her ‘world first’ designs at the V&amp;A. Wolfe is at the forefront of pioneering new formats that bridge the physical and digital. In this session, hear about her latest innovations to showcase the power of art, tech and activism, including collaborations with Brian Eno; a visualisation of 800,000 years of NASA’s CO2 data, which premiered at the Nobel Prize Summit; and a Big Oil x Methane project which won Prix Ars Electronica’s Golden Nica.</i></p>	<ul style="list-style-type: none"> <li>• Charles Kerr – YouTube</li> </ul>
16:30	<p><b>LAUNCHING V&amp;A EAST: A NEW MUSEUM EXPERIENCE</b></p> <ul style="list-style-type: none"> <li>• Dr Gus Casely-Hayford – Director, V&amp;A East</li> </ul> <p><i>Fresh on the heels of the transformational opening of V&amp;A East Storehouse, V&amp;A East Museum opens in April 2026 in Stratford. It aims to attract Gen Z with its “unapologetically diverse” approach, seeking to dismantle elitism and reflect its local community through exhibitions like its inaugural exhibition The Music Is Black: A British Story and accessible, open storage at the nearby Storehouse. Hear more about the plans and redefining the museum experience.</i></p>	<p><b>FOLLOW THE SPEAKER</b></p> <ul style="list-style-type: none"> <li>• Beatie Wolfe</li> </ul>
16:55	<b>CLOSING REMARKS</b>	
17:00	<b>CLOSE</b>	
17:30	<p><b>OFFICIAL DAY 2 NETWORKING RECEPTION</b></p> <p><b>Pan Galactic Gargle Blasters: Sense the Future at Bompas &amp; Parr, 8 Glasshouse Yard, Barbican, London EC1A 4JN</b></p> <p><i>Come raise a potent glass to celebrate REMIX whilst looking to the future of how we’ll eat and drink. The event is at Bompas &amp; Parr’s new Barbican Studio in association with London &amp; Partners. Experience future insights in the most visceral way possible – through your digestive tract and with your full sensory apparatus whilst speculating on how London will develop in years to come. How will your experiences, innovations and imagination shape our sensory cities?</i></p> <ul style="list-style-type: none"> <li>• <i>Taste the future – food and drink tasters drawn from Bompas &amp; Parr’s Future of Food and Drink Report 2026. Includes throat-soothing serves after all the REMIX conversations, cooking with lasers</i></li> <li>• <i>Sing the Future – with a working Flavour Organ build for Johnnie Walker – All songs set to scent</i></li> <li>• <i>Smell your future – Join an intimate armpit sniffing business networking circle. Look forward to business relationships based on the Major Histocompatibility Complex</i></li> <li>• <i>Our take on the Pan Galactic Gargle Blaster – considered “the best drink in existence” looking at how IP translates into savourable experience.</i></li> <li>• <i>REMIX legacy - Free piercings for all who follow the dress code (Dress code: Your future self)</i></li> </ul> <p><b><i>You don't need to RSVP in advance, but this reception is strictly for delegates only - please wear your lanyard for access.</i></b></p>	

Please note this is a draft Schedule and speaker line-up, which is subject to change – please view [www.remixsummits.com/ldn-2026/](http://www.remixsummits.com/ldn-2026/) for the latest version